



The Commander and the MCPP

Lt Gen G. R. Christmas



MCPP = CDP

The diagram illustrates the relationship between MCPP and CDP. A central maroon starburst contains the text "Time and Uncertainty". A large blue arrow labeled "Options" points from the left towards a teal starburst labeled "Decision". A silhouette of a commander in camouflage is positioned on the left, looking towards the process. The equation "MCPP = CDP" is displayed at the top.

**Time
and
Uncertainty**

Options

Decision

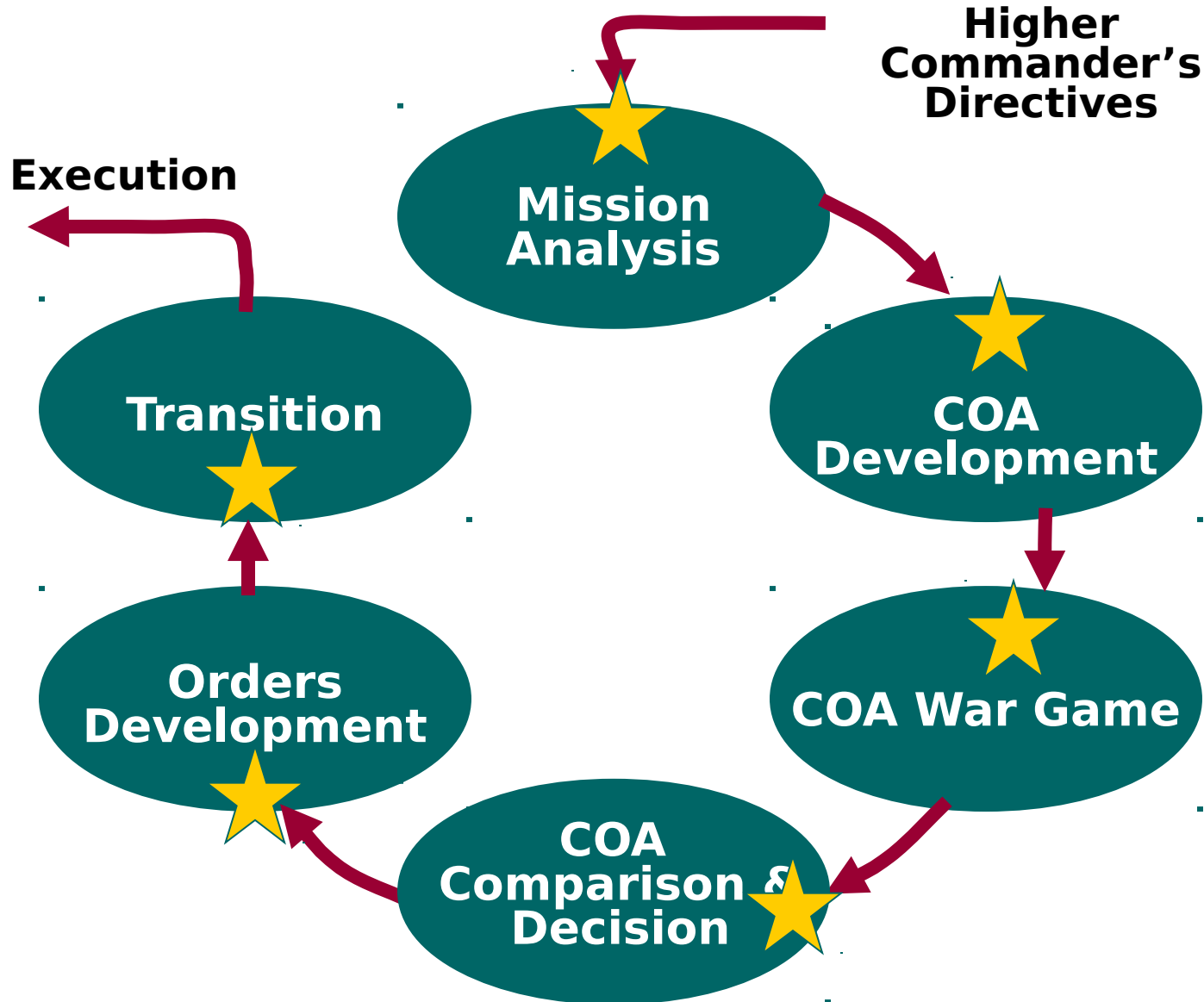


Commander

Marine Corps Planning Process



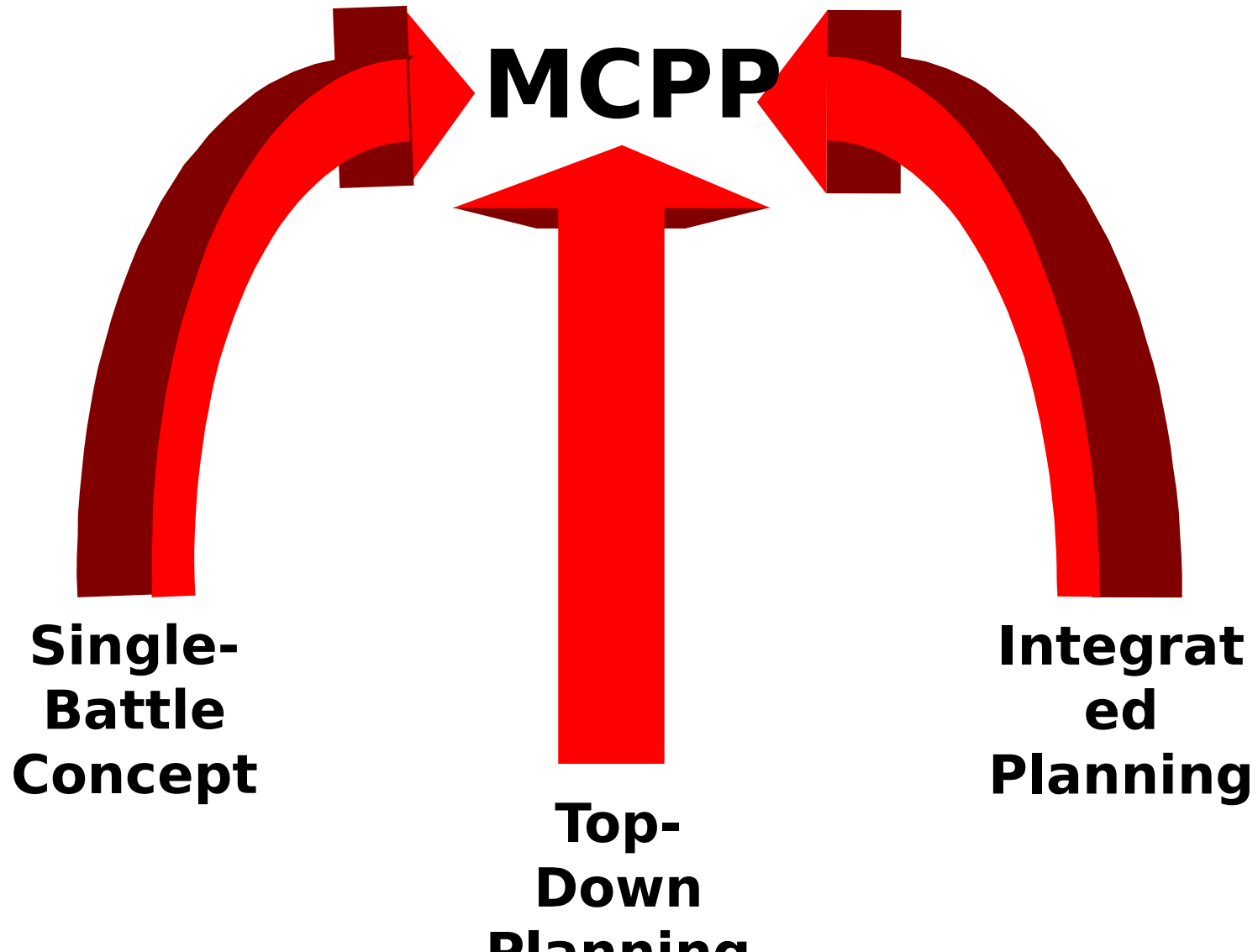
MSTP



Tenets Of The MCPP



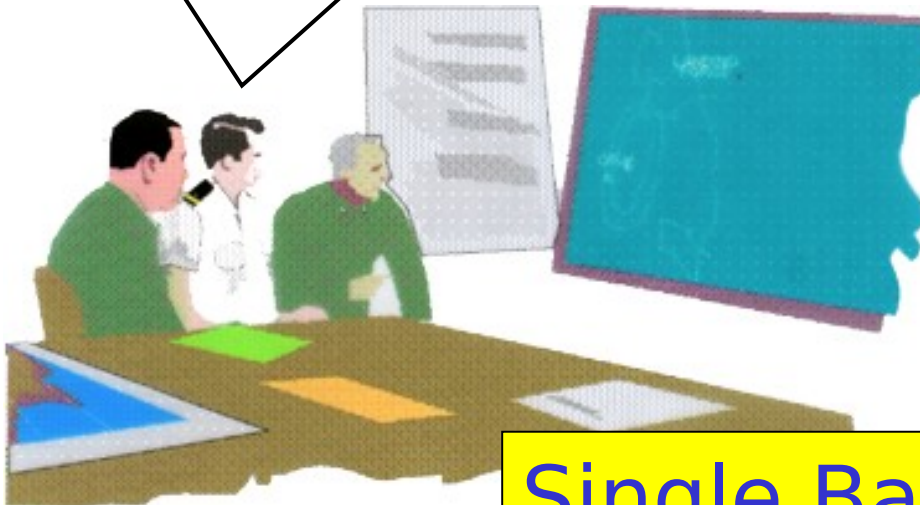
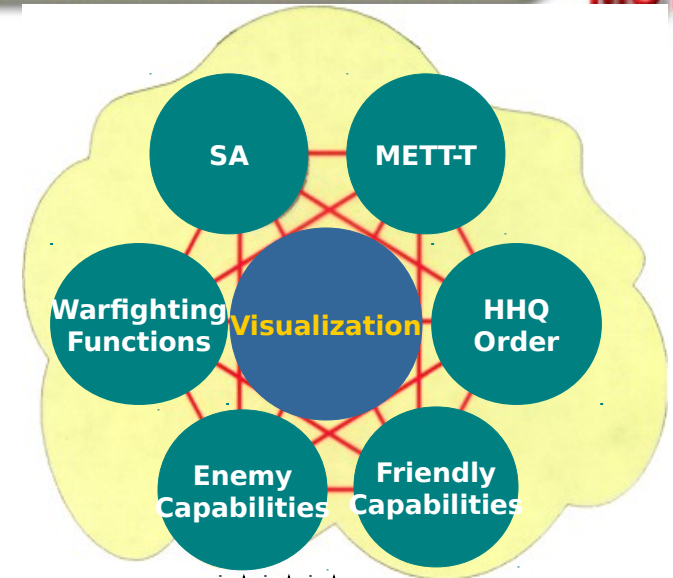
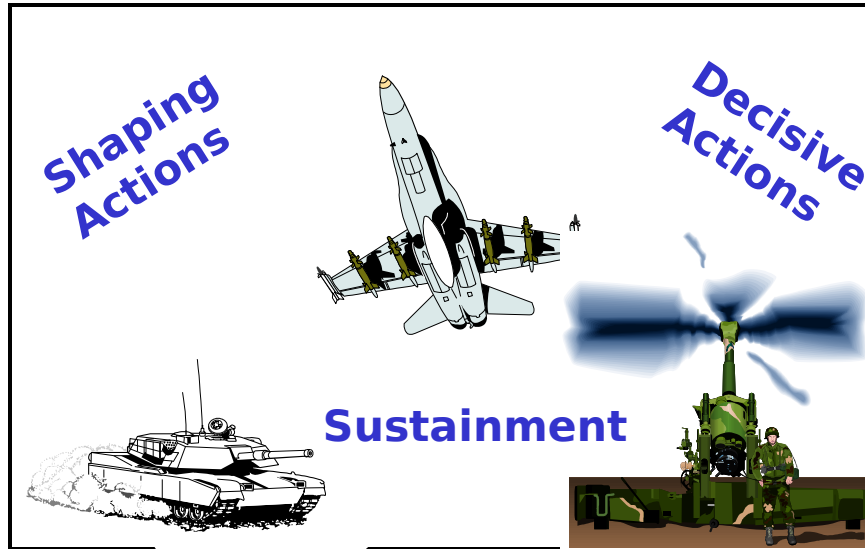
MSTP



Commander's Thought Process



MSTP



Single Battle

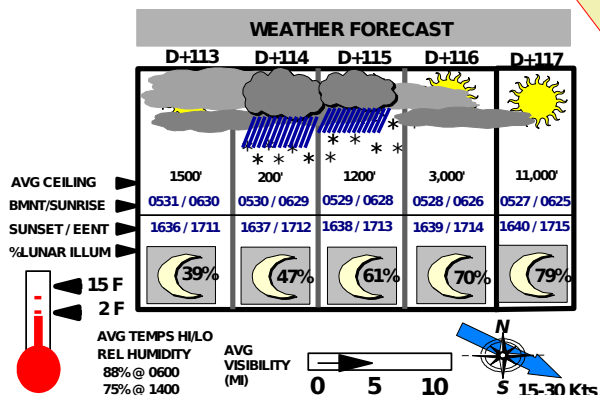


Intelligence Preparation Of The Battlespace

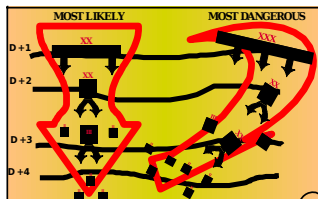
MSTP



LOGISTICS



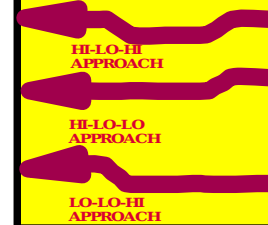
SITUATION TEMPLATE



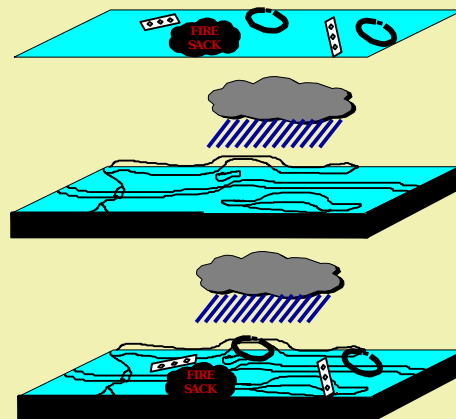
SPEED (MACH) 1.2
RADIUS (KM) 600
ARMAMENT 200 KG BOMBS
2 X TASM's
23MM CANNON

MINIMUM OPERATIONAL ALTITUDE: 1,000 FT AGL
HI APPROACH ALTITUDE: 3,000-5,000 FT AGL

ATTACK PROFILES



IPB is more than a MCOO



ENEMY DOCTRINE
(Doctrinal Templates)

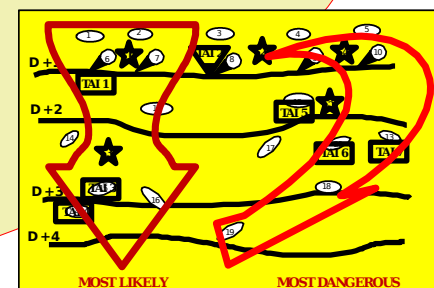


ENVIRONMENT
(Weather; terrain, population, etc.)



ENEMY COAs
(Situation Templates)

COMBINED TEMPLATE



Commander's Battlespace Area Evaluation



MSTP

Intent

CCIRs

CBAE

Battlespace

**Centers
of Gravity**



Operational Planning Team

MSTP

Staff Reps

G-1
G-2
G-3
G-4
G-5
G-6

Liaison Officers

Adjacent / Supporting

MSCs - GCE

ACE

CSSE

Coalition / Allies

SME

MAGTF
OPT

Warfighting
Functions!



Mission Analysis

MSTP

Input:

- **HHQ**
 - *Order*
 - *Intel products*
- **Commander's Orientation**
 - **CBAE**
 - **Battlespace**
 - **Intent**
 - **COG**
 - **CCIR**
- **Initial Guidance**

Process:

- **Information requirements**
- **Assumptions**
- **Constraints / restraints**
- **Identify tasks**
- **Draft mission statement**

Staff
Estimates

Output:

- **Mission statement**
- **Refined intent**
- **Planning guidance**
- **Warning Order**

IPB

Commander's Planning Guidance



MSTP

- Examine Essential Tasks
- Encompass the Warfighting Functions, as appropriate
- Envision the Single Battle
- Examine the Enemy's Most Likely / Most Dangerous COAs
- Confirm COG
- Refine Intent and CCIRs
- Understand Terminology ("By defeat, I mean...")
- Clearly articulate
 - Purpose
 - End State
 - Visions of utilizing Forces as a Whole leading to decisive and shaping actions



COA Development

MSTP

Process:

- Develop initial COAs
- **Commander's input**
- COA refinement
 - Graphic & Narrative
- COA criteria
 - Suitable
 - Distinguishable
 - Feasible
 - Acceptable
 - Complete

Staff
Estimates

Input:

- **Mission Statement**
- **Refined intent**
- **Planning guidance**

Output:

- **Designated COAs for War Game**
- **Wargame guidance**
- **Evaluation criteria**

IPB



War Game Guidance

MSTP

- COA War Game is:
 - Situational Dependent
 - Sequentially
 - Simultaneously
 - Guidance should include:
 - Sequence for COA Brief
 - Any Emphasis on Certain Evaluation Criteria
 - Any Specific event or phase to be examined
 - Enemy COAs to be War Gamed
 - Specific Estimates of Supportability to be examined
 - Level of detail



Evaluation Criteria

MSTP

- Based on:
 - Higher Headquarters concerns or guidance (METT-T)
 - Friendly/Enemy strengths and weaknesses (METT-T)
 - Intuition (judgment/personal experience)
- Examples:
 - Flexibility
 - Tempo
 - Surprise
 - Simplicity
 - Casualties
- Your Call!!!

COA War Game



MSTP

Process:

- Conduct COA War Game
- Refine estimates
- Refine IPB products
 - DST
 - HVT/HPT

Staff
Estimates

Input:

- Designated COAs for War Game
- War Game guidance
- Evaluation criteria

Output:

- War Gamed COAs graphic & narrative
- Information on commander's evaluation criteria

IPB

COA Comparison & Decision



MSTP

Process:

- Perform COA evaluation
- Perform COA comparison
- **Commander's decision**
- Prepare CONOPS

Staff
Estimates

Input:

- War Gamed COAs graphic & narrative
- Information on commander's evaluation criteria

Output:

- CONOPS
- *Warning Order*

IPB



The Difference

MSTP

COA War Game:

Examines and analyzes each COA individually against the enemy threat and evaluation criteria

COA Comparison / Decision:

Examines and evaluates each COA as it compares to the other COAs

Two Distinct Actions!!

Orders Development



MSTP

Process:

- Prepare OPORD/OPLAN
- Orders reconciliation
- Orders crosswalk
- **Commander's approval**

Staff
Estimates

Input:

- **Mission statement**
- **Commander's intent**
- Task organization
- CONOPS
- Specified & implied tasks

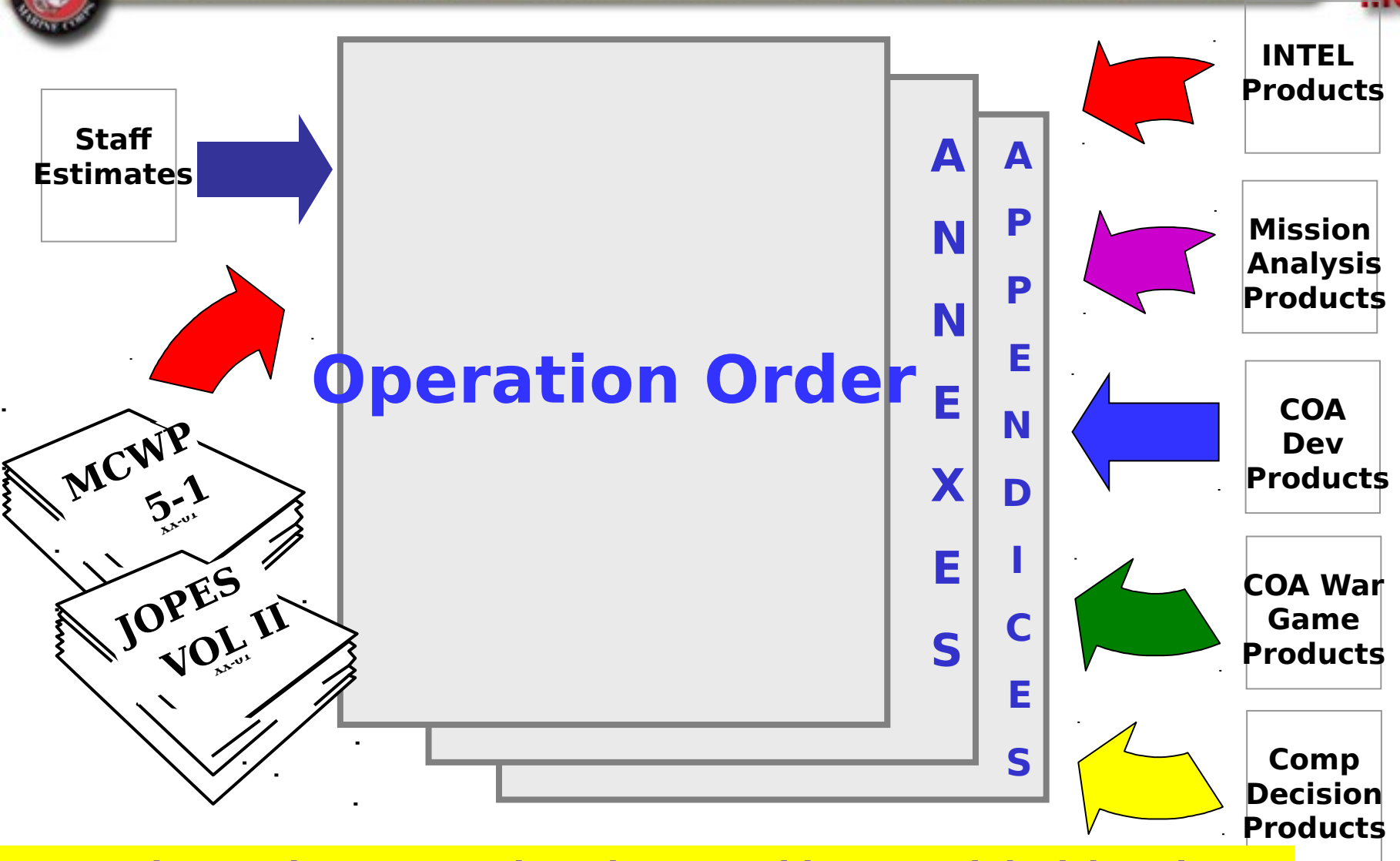
Output:

- **OPORD/OPLAN**

IPB

“Plug And Play”

MSTP



communicates the commander's intent, guidance and decisions in a useful form that is easily understood by those executing the order."

Transition

MSTP

Process:

- Transition brief
- Internal/External
 - Drills
 - Confirmation brief

Staff
Estimates

Input:

- *OPORD/OPLAN*

Output:

Subordinate commanders and staffs that are prepared to:

- Execute the order & possible branches
- Plan sequels

IPB

Transition



MSTP

The Commander Must Ensure:

- Shared Situational Awareness
 - *(Higher & Adjacent Headquarters, Staff, Subordinates)
- Common Understanding of Mission, Tasks, and Concept of Operations*
- Integrated Execution (Subordinates) and Future Planning (Staff)
- Operational Tempo
- Rehearsal



Operational Design

MSTP

Visualize

Describe

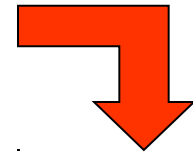
Direct

CBAE
&
Guidance



Battlefield Framework

Deep, Close, Rear
(Single Battle)
Main Effort
Reserve
Security



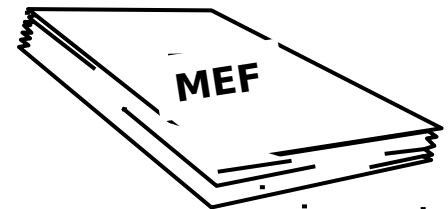
Warfighting Functions
Integrated Planning

OPORD

METT-T
Situational
Awareness
Achieving a
Decision



Battle Staff and OPT



Conceptual

Functional

Detailed

The Planning
Hierarchy

Assessment

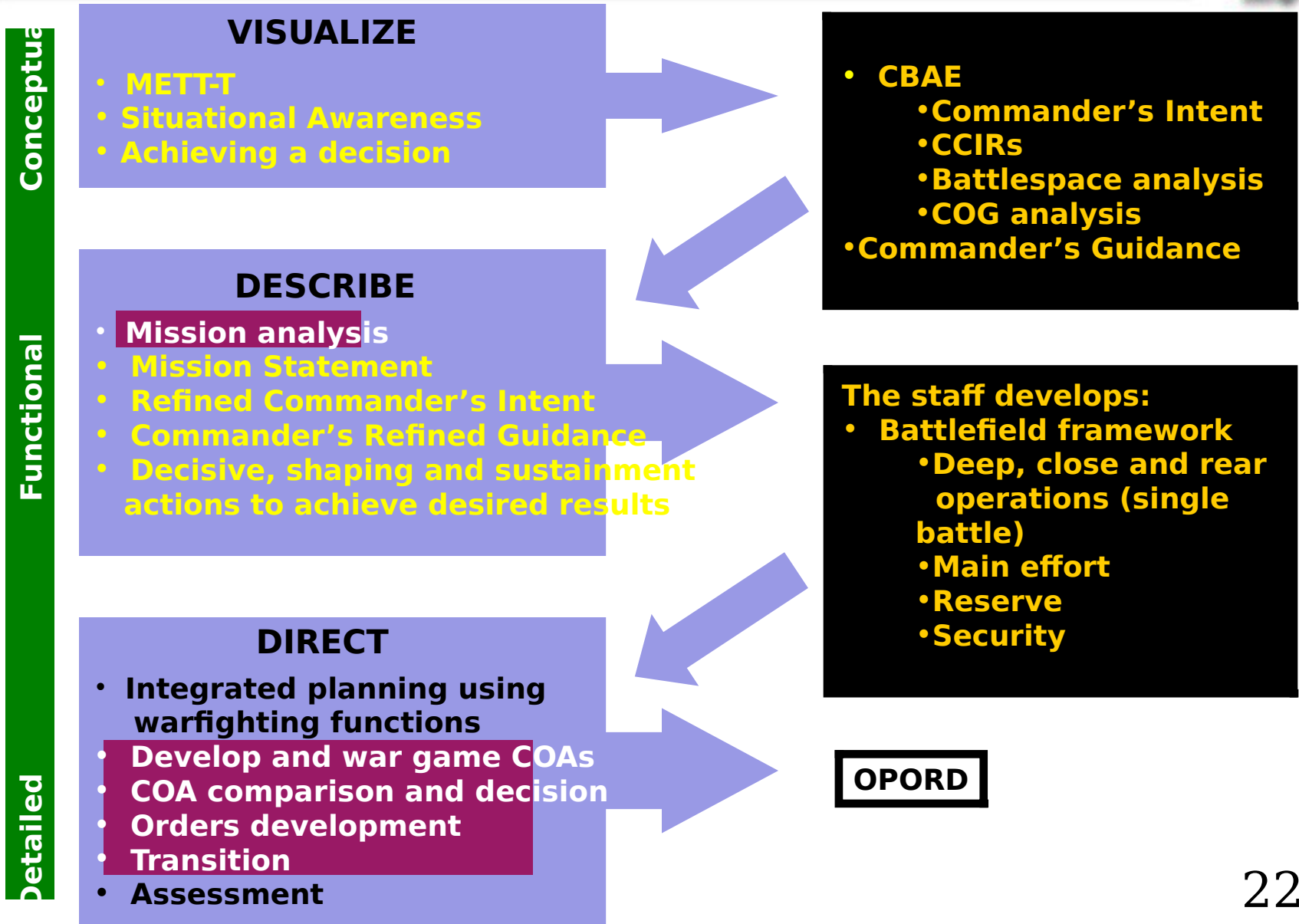




Operational Design

MSTP

PLANNING HIERARCHY



Summary



MSTP

- Commander's Role in MCPP
- MCPP = Commander's Decision-making Process
- Tenets of MCPP
 - Top-down Planning
 - Single Battle Concept
 - Integrated Planning
- Introduced Operational Design